

N I N T E N D O[®]

FUN CLUB NEWS

VOL. 1 NO. 2

SUMMER 1987

THE PREZ SEZ

The Name of The Game Is Fun!

An important message from master gamesman and President of the Nintendo Fun Club—Howard Phillips

I started the Nintendo Fun Club for three good reasons: fun, fun, and fun. From all the "fun" mail we've received, it looks like you think it's a great idea, too. Thanks for the super response! And please keep those letters pouring in. This is your club and your newsletter. So write and tell us what's going on! For instance, we'd like to hear about the expert secrets and tips that you've discovered. Or tell us which video game is your favorite and why. So welcome to the Club! Thanks for joining. And let's have fun!

Here's a sneak peek at the Fun Club articles in this issue.

- A glimpse into Zelda's incredible adventures
- What's new and news on future video games
- Hot tips on cool games
- If the Super Mario Bros. t-shirt fits, wear it!
- World records with hot video game scores
- Coming soon: Metroid™ and Kid Icarus™
- Are you ready? Well then, heeccccccc's Howard!
- Starting a local video club
- Super MARIO crossword
- How to get your best buddies membership in the Nintendo Fun Club
- The arcade action joystick! NES Advantage™

The Legend of ZELDA™: A new video game for adventurous players only.

This game is not for the faint-hearted video player. It will make your nerves jump, your blood race, and your eyes pop with all the excitement!

The legend begins in the fantasy land of Hyrule—once a peaceful country of lakes, mountains, and forests.

But Hyrule is tranquil no more. The evil Ganon has captured the gentle Princess Zelda, cruelly imprisoned her, and stolen the coveted Triforce of Power.

Princess saves Triforce of Wisdom.

Before she was captured, however, the wily Princess took the Triforce of Wisdom, broke it into eight pieces, and scattered them secretly throughout the land.

Link, the hero of this fast-paced fantasy, heard the whole sorrowful tale from Impa, trusted nanny to Princess Zelda. Following hints from Impa, you set out to find the eight pieces of the Triforce needed to challenge the evil Ganon.

Link fights back.

Your search for the Triforce of Wisdom is action-packed. Vicious Octoroks, creepy Tekettes, the vast terrain of the Overworld, dark labyrinths of the Underworld, mysterious tips, special purchases, secret passages, your journey is marked by endless challenge and adventure. You have to play smart and fast to

save Zelda from the clutches of the Evil Ganon.

Start right where you left off.

One of the best things about our hot new game is it never forgets! You can play for an hour, turn it off, and come back to all the possessions, tips, and treasures you've fought and thought so hard to get. Play at your house in the morning and your friend's house in the afternoon. You can pick up right where you left off. Had you finally won the right to wield the magical sword? Had you just found another valuable piece of the Triforce? All the fun is right where you left it.

And it couldn't be easier to share the adventure with your friends. The Legend of ZELDA has battery backed up memory so you and two of your good buddies can share the treasures and weapons you have fought so hard to gain.

A game that's solid gold.

This game is so special, we even packed it in gold. What's so different? It has the fast action you'd expect from an arcade hit, along with all the depth and advanced roll playing of personal computer games. The best of both worlds!



VOLLEYBALL: Get set for fun.



This game is so quick, you'll think it's faster than the real thing. Dive, set, spike, fake, serve deep or shallow, block or double block, shoot for a hole in the opposition. You're in control and the action is fast!

If you're feeling a little rusty on the old "V-Ball" skills, you can even get into a special

"training" mode with a slower ball until you get your moves down.

You can also match the opposing team to your skill level. There are seven teams total—Russia, China, Cuba, Japan, Brazil, Korea, and Tunisia with Russia being the most advanced.

Volleyball Howard himself will give you some insider's tips on how to win in the Pro's Corner.

Check it out!



SLALOM: How fast can you shoosh?

These mountains have every hazard you don't ever want to meet on a ski slope—moguls, snowmen, trees, sleds, ski gates, flags, drooze skiers—you name it.

From the moment that you fly out of the starting gate,

you have to dodge, jump, hop, do tricks in the air, and pull out all the stops to win the race against the clock.

The whole idea is to get down the run as fast as you can before time runs out. If you complete a run within time, you get to go on to the next challenging slope.

Slalom gives you and your Fun Club pals 21 high-score records to challenge on 24 exhilarating runs on three huge mountains including Mount Nasty, Snowy Hill, and Steep Peak.

For a few more tips to help you get Slalom down cold, refer to Pro's Corner. Howard is a real hot dog.

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PRO WRESTLING: THE ACTION'S GOING TO FLOOR YOU!

These six guys are tough, and we mean mean! The key to beating them is to know their special moves.

Fighter Hayabusa brains his opponents with the Back Brain Kick.



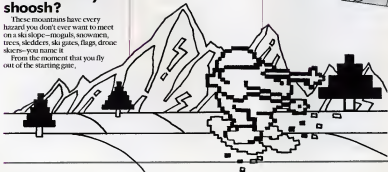
Starman makes you see stars with the Somersault Kick. Giant Panther keeps you under his thumb with the Iron Claw. Kim Koorn Karn chops you down to size with a Karate Kick. The Amazon eats you alive with the Piranha Bite. And King Slender rules the ring with his Back Breaker.

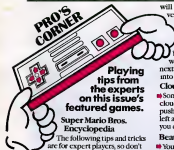
These toughs have over 30 moves in all. Some wrestlers have tricks that are all their own. But with practice, you can whip 'em all. You can



wrestle against the computer, or you and a friend can compete, tangle, hit the mats. And you can choose which one of the big fellows you want to be.

Your ultimate goal is to fight the Great Puma. But it's not easy! The Great Puma wrestles only the best. Once you have proven yourself in the ring, you can test your muscle against the Great Puma for the ultimate challenge. Good luck!





Playing tips from the experts on this issue's featured games.

Super Mario Bros. Encyclopedia

The following tips and tricks are for expert players, so don't feel too frustrated if they don't make sense right off if you try them, follow the tips exactly for best results.

- The *How to win at Super Mario Bros. Strategy Guide* will give you lots of helpful secrets. See how to order it on page eight of the Fun Club News. Most of the following tips, however, aren't included in the booklet, so read on.

Continue Play

- To continue game play in the same world, hold the "A" button and press "start" after "game over." You'll be able to begin again at level one in the same world.

More Fireworks

- Here's a good flagpole trick. You all know that the "B" button jump will get you extra points at the pole. But here's a tip to get fireworks and an extra 5,000 points. Grab the flagpole when the last digit of the timer reads "1, 3, or 6." Try to start the "B" jump on "1" to get "6" at the flagpole.

Dungeon Tricks

- Did you know that Super Mario can walk through brick walls in the dungeons? To do this, you have to get to a place where there are no bricks above you. Move to the right, making a chimney at the left edge of the screen. Go to the left, crouch, and jump. Stand up at the peak of the jump, and you will get caught up high in the chimney. Then move to the left while jumping until Mario moves off the wall to the right—through the bricks! Be careful, because you may get stuck.

Small Fiery Mario

- Here's a novel idea: small fiery Mario! To do this, take Super Mario past Bowser. Of course, the evil dragon

will come after you. Wait. Timing is very important. Just as he is about to get you, jump! As you come down, you hit Bowser and the ax at the same time, and it doesn't make you small. Next level, you'll still be big. Get a mushroom, and guess what? It makes you small! Then the next fire flower you find will turn you into a small fiery Mario.

Cloud Trick

- Sometimes, when you're riding a cloud, other clouds come along to push you off, right? Well walk to the left as it pushes you, and you'll find you can pass right through the cloud.

Beat Lakitu

- You can defeat the dreaded Lakitu or cloud enemies from below, but to do it you have to start from above. Either jump on his head or use fireballs with Fiery Mario. Then from below you crouch, and jump up through Lakitu to drop him.

50,000 Points

- This is one tough trick. Grab the ax behind Bowser exactly when time runs out. It takes great skill. If you jump over Bowser or run under him, and get the ax just as time reaches "000," you won't die. You'll win a big bonus: 50,000 points!

Coins Loop

- This is a tricky way to get points. If you find a 1-Up Mushroom then get to a coin room and die, you can loop back to the 1-Up Mushroom and repeat the whole process. Of course, while you're in the coin room each time, you get all the coins! The first chance to do this trick is in World 1-2. Get the 1-Up Mushroom in the ceiling just before the first green pipe. Then go down the pipe, collect the coins, and let time run out. Re-start World 1-2, and repeat.

Turtle Tip

- Come to a place where there are turtles coming down the stairs towards you. Move to the right until the left edge of the screen makes a pocket at the base of the stairs. Just as the turtle comes down, jump up on his left, and flip him. Then kick him back against the stairs repeatedly for points and unlimited lives!

Minus World

- So far, we have only been able to get to World Minus One, but we know of Worlds Minus Two, Three, and Four from our buddies in Japan. Have you found them? Try this. With Super or

Fiery Mario, stand on top of the horizontal green pipe near the end of World 1-2. Break two of the overhead blocks leaving the one nearest to the wall on the right intact. Standing on the left edge of the pipe facing left, jump up and move right. Try to get the back of your head stuck in the overhead block. Then move through the wall and enter the far left Warp Zone pipe to get to World Minus One.

Slalom

- To ski the fastest, stay on the snow. Turning and shoooshing through the air slows you down.
- When you make a turn, make it short and quick.
- If you fall, don't just sit there. Rock back and forth or tap the "A" and "B" buttons to get up pronto.
- Avoid sleds by staying to the far left or right of the run. Hop over them if necessary.
- Get as many bonus points as you can. Freestyling a lot helps. Freestyle points are added to the time you have left to spare when you cross the finish line to give you Solo Bonus points. These Solo Bonus points are a big part of the game, so get as many as you can!

- You'll find that moguls can work to your advantage or create problems, depending on how you ski them. They can slow you down from wind resistance when you fly over them. But, while you're flying through the air with the greatest of ease, do a trick and you'll gain freestyle points.
- Momentum can help you across the finish line even if you have run out of time. Just coast.

Pro Wrestling

These tips will help you put the moves on some of the meanest characters in the video circuit.

- Try not to pin your opponent too soon. If your opponent isn't tired enough, he'll reverse your move and use it against you!
- Some wrestlers are very hard to pin. Instigating out-of-the-ring action can sometimes help. Toss your opponent out of the ring where illegal moves are okay. When the "ref" gets close to the count of 20, knock down your opponent and jump back in the ring leaving him to be disqualified for being out of the ring.
- Drop your opponent. Then using the "B" button to pull him up, step out of his reach, then back in, and let him have it.

Quick! What's Nintendo's hot new innovation? The NES Advantage.™

We weren't going to bring out a new joystick until we could make one for your use at home that could match the feel of the arcade.

Well, a fellow who works at Nintendo named Lance Barr did just that. He even went to Japan to do research for his design.

The new unit is specially weighted with a metal plate at its base so it stays on the table without sliding around during all the excitement of the game!

It also gives you far more control over your moves, with its "turbo" and "slow" action features. There are two "T" adjusters, one for each of the "A" and "B" buttons, and an "S" adjuster which lets you go into slow motion so you can plan your next move.

Only one joystick gives you rapid fire.

This is the first and only joystick on the market for home use that gives you so much fast action and control.

It's even better than what you use in the arcades.

For example, you can send out a burst of rapid fire if you've run into a horde of pesky enemies by holding down the "fire" button.

Lance has spent a lot of time and thought developing the joystick. He wanted to make sure it matched with one of his other major product designs—the Nintendo Entertainment System. Lance holds the position of Product Designer at Nintendo of America, Inc!



300 KIDS TURN GARBAGE INTO ROBOTS

On April 17, kids from all over King County, Washington gathered at the Seattle Center (home of the Seattle World's Fair) to prove a point about recycling during the Second Annual Recycled Robot Contest.

Winner takes home NES

The winner, five-year-old Katherine Sparks used everything but the trash can itself to build her robot.

This handsome fellow had styrofoam legs, milk carton feet, cookie tin hips, and a Raisin Bran box chest. Other appendages included tennis ball can arms and light bulb hands.

A well-read robot, the winning entry was covered from head to foot with colorful magazine articles.

Also health-minded, he sported toothpaste tubes and a vitamin bottle.

For all her efforts, Katherine won a Nintendo Entertainment System Deluxe™ Set featuring R.O.B.® This is one robot that won't ever need to be recycled!



S N E A K P E E K S

METROID™

SUPER SPACE HUNTER CHALLENGES MOTHERBRAIN.

Picture yourself on the Fortress Planet of Zebes in a faraway galaxy. You are Samus, the greatest space hunter of all and Galactic Federation Police warrior. Your power is immense as a result of surgically implanted robotics. But you need all of your super powers to deal with the mechanized protectors of the Motherbrain. You're fast, you have a wide arsenal of weapons and special powers. Without you, the Metroid will devastate the entire universe and realize the Motherbrain's evil plan.

Confidential to Fun Club Members.

The following video games will be available for the NES at your favorite Nintendo retailer. Look for them this summer.

Both games are from the Adventure Series with deep action and complex game play featuring "Password Memory" which lets you continue the adventure right where you left off once you know the secret code.

KID ICARUS™

THIS IS NO ORDINARY KID WITH HIS HEAD IN THE CLOUDS.

This has to be one special kid to challenge the horrible Medusa in a world of clouds and magic. But Kid Icarus is special. He can fly, shoot with bow and arrows, gain powers. There are all kinds of tools, weapons, and mysteriously powerful objects for the "Kid" which help him fight the noble fight in this strange land of columns, ruins, and enemy hosts.

VideoNote: Punch-Out!® is on the way!
Keep your eye on the next issue.

Nintendo Entertainment System 1987 Licensing Program:

Our guarantee of the highest quality, hottest titles.

Here's a list of the wide selection of great games available from our licensees. These are video game companies that have earned the right to use our Quality Assurance Seal. Look for this seal on all NES Game Paks and accessories. It's your guarantee that these products meet our high standards. Look for them at your favorite store. And keep an eye out for more to come!

BANDAI AMERICA, INC.

M.U.S.C.L.E

Ninja Kid

Chubby Cherub

Stadium Events*

Family Fun Fitness (Accessory)

Super Controller (Accessory)

BRODERBUND SOFTWARE, INC.

Lode Runner*

Spelunker*

Deadly Towers*

Raid on Bungeling Bay*

CAPCOM U.S.A., INC.

Trojan

Commando

1942

Ghosts 'N Goblins

Section Z*

Makai Island*

The Speed Rumbler*

Side Arms*

DATA EAST USA, INC.

Tag Team Wrestling

Karate Champ

Burgertime

Ring King*

Karnov*

BreakThru*

IREM CORPORATION, USA

Spoon*

KONAMI INC.

Gradius

Track & Field

Rush 'N Attack

Castlevania

Double Dribble*

SNK CORPORATION OF AMERICA

Ikari Warriors

Athena*

Victory Road*

Psycho Soldier*

SUN CORPORATION OF AMERICA

Spy Hunter*

TAITO AMERICA CORPORATION

Elevator Action*

Legend of Kage*

Arkanoid*

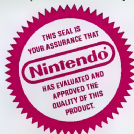
TECMO, INC.

Rygar*

Mighty Bomb Jack*

Solomon's Key*

Star Force*



*Available by Fall of 1987. Look for them in your favorite video store.

SCORES OF FUN

Super Mario Bros. Hottest Players Scoreboard

Player	City/State	Score
Mark (Ace) Corl	Riverside, CA	9,999,950
Jon J. Hernandez	Freemont, CA	9,999,950
Kamiko Martin	New York, NY	9,999,950
Doug Rothaus	Kirkland, WA	9,999,950
David Walker	New Castle, IN	9,999,950
David Guynap	E. Greenbush, NY	9,999,800
Scott Carmichael	Omaha, NE	9,999,750
Gene Friedman	Van Nuys, CA	9,999,500
Mike Campbell	Helper, UT	9,997,700
Gerard Kenderes	Denver, CO	9,997,600

These are the winners of our nationwide high score contest.

The Fun Club Scoreboard is featured in every issue of the Fun Club News to give you a chance to measure your skill against the hottest whiz kids in the club.

It's an on-going contest for high scores on Excitebike,TM Hogan's Alley,TM and Super Mario Bros. as well as three new games—Slalom, Pro Wrestling, and The Legend of Zelda.

Just fill in the form below, or use your official Nintendo scorepad, and send us a picture proving that you have met the ultimate challenge. Take a picture of your TV screen showing your score. (For best results, turn off all lights in room, do not use a flash, and use a 35mm camera if possible.)

Call if you beat Ganon!

Out of the more than 30 Nintendo games, never has such an evil character been shrouded in so much mystery! The first and only player in the U.S. to beat him is our fearless leader, and Fun Club President, the amazing Howard Phillips.

Who will be the second? If it's you, call us: 800-422-2602. Tell us what he looked like, how he attacked you, and how you beat him. We'll list the first 10 callers in the next issue of the Fun Club News.

Heeeeer's Howard: Life in the fast Video Lane.

Do you ever wonder just what the President of your Nintendo Fun Club does during a working day? Well, here's a brief glimpse at the video wizard extraordinaire, also known as Product Analysis Manager of Nintendo of America Inc.

- Howard the rock star: He made a rock video while attending a video game conference in New Orleans which was a hit!
- Howard sids Miami: The Nintendo hot dog "Slalom" racer was called to Miami on a moment's notice to show his stuff!
- Howard the librarian: He doesn't just keep 250 games and growing on file—he plays!
- Howard VAXes and FAXes: On a daily basis, he corresponds with Japan by telecopier (FAX) and actually can send video game programs over phone lines (VAX!).
- Howard the jet setter: he was called Friday, left for New York Sunday, and spent a month training demonstration teams all over the Big Apple.

Ho-Ho-Ho VIDEO

Q: What's Mario's favorite food?

A: Turtle and mushroom soup.

Send us your "Video-ho-ho-hos" and watch to see if they make it in!

ENTER HERE:

Name _____	Fun Club Membership No. _____
Address _____	
City _____	State _____ Zip _____
Name of Game _____	
High Score _____	

Mail both the photograph and this entry form to: Nintendo Fun Club, High Score Competition, P.O. Box 957, Redmond, WA 98052. Then keep an eye on upcoming issues. You just may be in one!

F U N C L U B S T U F F & T H I N G S

Great Stuff Made-to-Order for Fun Club Members!

Use this form to order t-shirts, sweatshirts, Strategy Guide, and scorepads. T-shirts and sweatshirts come in four sizes: Youth Medium (YM)/Youth Large or Adult Small (YL)/Adult Medium (AM)/Adult Large (AL). Prices include shipping and handling. Check Box To Order:

- ☐ Super Mario Bros. T-shirts \$7.95 ea.
Quantity _____ Size (circle one): YM/YL/AM/AL
- ☐ Super Mario Bros. sweatshirts \$11.95 ea.
Quantity _____ Size (circle one): YM/YL/AM/AL
- ☐ Fun Club sweatshirts \$11.95 ea.
Quantity _____ Size (circle one): YM/YL/AM/AL
- ☐ Fun Club T-shirts \$7.95 ea.
Quantity _____ Size (circle one): YM/YL/AM/AL
- ☐ Super Mario Bros. Strategy Guide \$4.95 ea. Quantity _____
- ☐ Set of three official scorepads, \$3.95 for Hogan's Alley,™ Excitebike,™ and Super Mario Bros. Quantity _____

Check method of payment:

- ☐ I've enclosed a check or money order for above items in the amount of \$ _____
- ☐ Please charge \$ _____ to my ☐ VISA ☐ MasterCard
Washington State Residents add 8.1% sales tax

Account No. _____

Address _____

Your Name _____

City _____

Membership No. _____

State _____ Zip _____

Please clip out and send this form to:
Nintendo Fun Club, P.O. Box 957, Redmond, WA 98052

Now there are Super Mario Bros. t-shirts and sweatshirts as hot as the game—bright red! We also have white t-shirts and sweatshirts with the Nintendo Fun Club logo in hot colors! You can order t-shirts for \$7.95 each and sweatshirts for \$11.95 each.

So that your game is just as hot as your t-shirt or sweatshirt, you'll probably want a Super Mario Bros. Strategy Guide—only \$4.95 for priceless information!

And you can keep score officially with a set of three scorepads, Hogan's Alley, Excitebike, and Super Mario Bros. for a total of \$3.95.

To order, just fill out the form.



MAIL BAG

Dear Nintendo:

I am very happy that you made the (home) entertainment system so I would not have to spend so many quarters like Howard did. And you have all the games I love. And I just wanted to say thanks.

PS. Will there be any other contests coming up?

Steven Simms
Paterson, NJ

Dear Stephen:

You bet there will be more contests. Also, check page seven of this Fun Club issue to see about our on-going high score contest!

Dear Nintendo:

I recently received your Deluxe System as a gift and am quite pleased. I enjoy playing with R.O.B. and the Zapper and I love your line up of games.

Are you planning to license games by other manufacturers for use on the NES?

Jeffrey Kasper
Rockford, IL

Dear Jeffrey:

We already have a long list of the hottest titles from other manufacturers carrying our quality seal of approval. You'll find the whole list on page 6 of this issue.

Dear Nintendo,

How do you do it? Even back to your first games, like Donkey Kong and Popeye, you've remained a tremendous success! And when your "Fun Club" came along, it was the answer to all of my video game news cravings.

How many times does the Fun Club newsletter come out each year? Can I renew my membership for next year? I really love your establishment, and if Howard Phillips would ever want to quit his job, I'm always available!

Jeff Swisgood
Hastings, NE

Dear Jeff,

Thanks for the enthusiasm! The Fun Club newsletter comes out about four times a year. Your subscription is automatically renewed, just be sure to tell us if your address changes.

How to line up a local Fun Club

A lot of you have been writing in and asking us about how you can set up a Video Fun Club in your local neighborhood.

Well it just so happens that we have a few good ideas on how to do it.

Here's a checklist of all the things you can do to find some fun-loving Nintendo Entertainment System pros just like you.

Fun Club Checklist

- ☒ Stop by your local video arcade, and talk to the kids who are playing there.
- ☒ School is a great place to find members for your local Fun Club. Stir up interest during lunch break or put your message on the school bulletin board.
- ☒ Toy stores and video stores are both good possibilities for getting the word out. Ask the manager if you can put up a notice.

Local Fun Club List

Here are the names and addresses of two local clubs that are looking for new members. Write to them if you are interested in their clubs.

Sean O'Brien,
Director, Northeast Computer
Group,
7 Muriel Rd., Chelmsford, MA
Russell Frey,
35 Fox Ct.,
Hicksville, NY 11801

If we have room in future Nintendo Fun Club issues, we'll continue to publish names and addresses of local club chapters. So send in your name, address, and club activities if you want to be contacted, or to Nintendo Fun Club, P.O. Box 957, Redmond, WA 98052.

Fun Club Fun List

There are a lot of ways to have fun with your local Fun Club. Here are just a few of Howard's ideas. And we'd like to hear yours!

- ☒ Have contests.
- ☒ Throw a video party.
- ☒ Share equipment and game paks.
- ☒ Trade tips and secrets.
- ☒ Create a "pro" ladder like tennis players do.
- ☒ Get together as a group, and send us game reviews.



We at Nintendo appreciate your letters. Your comments help us to give you what you want: exciting games, state of the art equipment, and courteous service. Please send your letters to:

Nintendo Fun Club News
MAILBAG
P.O. Box 957
Redmond, WA 98052

How to get your friends in on all the Fun Club fun

If you have good buddies with Nintendo Entertainment Systems, why not get them in on all the fun of the Nintendo Fun Club?

Here's how

We want as many people as possible to join in the fun by joining the Nintendo Fun Club.

So talk to your friends, and if they want to join, have them call us at 1-800-422-2602. To register with the club, all they have to do is give us the serial number from their NES Control Deck. We'll put them on our Nintendo Fun Club Newsletter list right away.

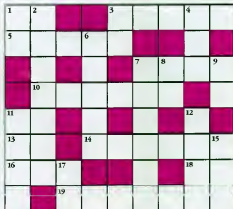
Super Mario Bros. Crossword Puzzle

Across

1. Initials of a hot game
3. Mario _____ away the enemy
5. A "stomp" stops him, but not for long!
7. Fire _____
10. A magic _____
11. Initials of the "Fair One"
13. Hammer Brothers throw and then _____ treat
14. Mario lives to _____ the Princess
16. At the end of the quest, an _____ of peace returns
18. What the Princess says to Bowser
19. They sparkle and make you invincible

Down

1. Initials of fairway kingdom
2. Power _____
3. Goon _____
4. Started by Turtle Tribe
6. Princess Toadstool is _____ than the driven snow
7. The evil one
8. Best time to start playing Super Mario Bros.
9. Hero's initials
11. Mario is Bowser's _____
12. A little _____ plays when Mario gets his man
15. Mushroom people were doomed for an _____
17. To avoid Lakitu, move fast _____ lightning



Over 30 Top Titles From Nintendo!

ROBOT SERIES*

Stack-up®
Gyromite®

LIGHT GUN SERIES**

Duck Hunt™
Gumshoe™
Hogan's Alley™
Wild Gunman®

ADVENTURE SERIES

Kid Icarus™ ***
Metroid™ ***
Super Mario Bros.™
The Legend of Zelda™

PROGRAMMABLE SERIES

Excitebike™
Mach Rider™
Wrecking Crew®

SPORTS SERIES

Baseball
Golf
Punch-out!!®***
Pro Wrestling
Soccer
Slalom™ 1
Tennis
10-Yard Fight²
Volleyball

ACTION SERIES

Balloon Fight™
Clu Clu Land™
Ice Climber™
Pinball
Kung Fu³
Urban Champion™

EDUCATION SERIES

Donkey Kong Jr. Math™

ARCADE CLASSICS SERIES

Donkey Kong®
Donkey Kong 3®
Donkey Kong Jr.®
Mario Bros.®
Popeye⁴

*Requires Robot

**Requires Light Gun

***Coming Soon



Nintendo Fun Club
P.O. Box 957,
Redmond, WA 98052

Bulk Rate
U.S. Postage:
PAID
Redmond, WA
Permit No. 2389





Our goal is to try and preserve classic videogame magazines from years gone by before they are lost forever.

Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retro-mags.com>*

We are only interested in preserving classic magazines that are at least 5 years out of print.

Thank You and ENJOY!

